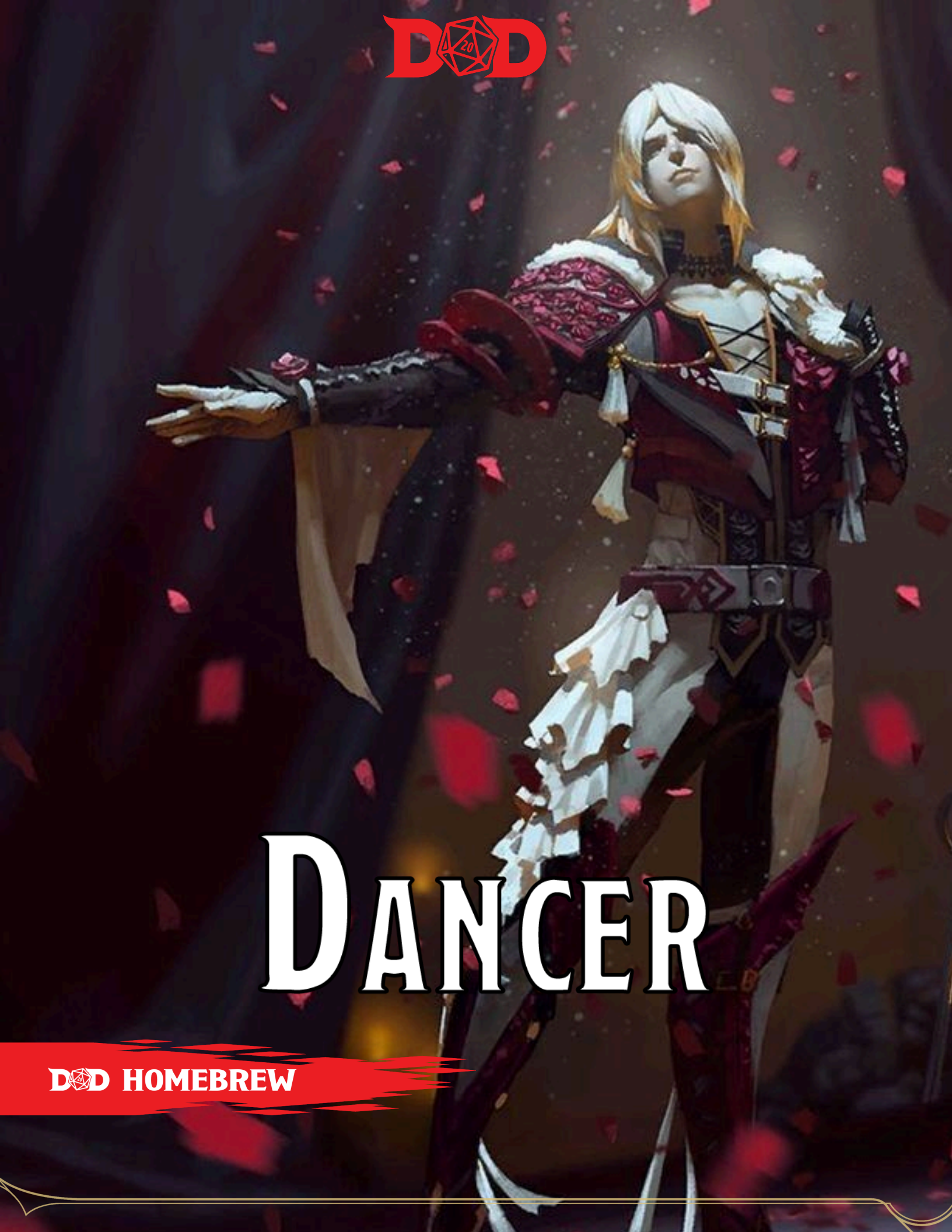

Dancer

D&D HOMEBREW

Dancer

Level	Proficiency Bonus	Features	Special Dance Die
1st	+2	Unarmored Defense, Dancing Style, Flowing Motion	-
2nd	+2	Dancer's Agility, Special Dance	1d4
3rd	+2	Improved Movement	1d4
4th	+2	Ability Score Improvement	1d4
5th	+3	Extra Attack, Spotlight	2d4
6th	+3	Dancing Style Feature, Passion For The Stage	2d4
7th	+3	Elusive Dance	2d4
8th	+3	Ability Score Improvement	3d4
9th	+4	Evasion	3d4
10th	+4	Reliable Performance, Inspiring Motion	3d4
11th	+4	Dancing Style Feature, Overflowing Vitality	4d4
12th	+4	Ability Score Improvement	4d4
13th	+5	Sudden Dance, Perfect Motion	4d4
14th	+5	Dancing Style Feature	5d4
15th	+5	Unrestrainable, Invigorating Dance	5d4
16th	+5	Ability Score Improvement	5d4
17th	+6	Synchronized Steps	6d4
18th	+6	Flattering Audience	6d4
19th	+6	Ability Score Improvement	6d4
20th	+6	Dance Mastery	6d4

Class Features

As a Dancer, you gain the following class features

Hit Points

- **Hit Dice:** 1d10 per Dancer level
- **Hit Points at 1st Level:** 10 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Dancer level after 1st

Proficiencies

- **Armor:** None
- **Weapons:** Simple weapons, shortswords, scimitars, rapiers, whips
- **Saving Throws:** Dexterity, Charisma
- **Skills:** Choose three from: Acrobatics, Athletics, Persuasion, Deception, Intimidation, Perception, Stealth, Sleight of Hand, and Performance

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a simple weapon, *(b)* a shortsword, *(c)* a rapier or *(d)* a weapon with the reach property (if proficient)
- An Entertainer's Pack
- Two daggers

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

Dancing Style

At 1st level, you dedicate yourself to a dancing style. Your choice grants you features at 1st level and again at 6th, 11th, and 14th level.

Flowing Motion

Starting at 1st level, your graceful movements empower your defense and agility.

At the start of your turn, you can choose to expend 10 feet of your movement speed to enter a flowing motion. If you do, you gain one of the following benefits of your choice until the start of your next turn:

- You gain a +1 bonus to your Armor Class.
- You can move through non-hostile creatures' spaces without expending extra movement.
- Your movement does not provoke opportunity attacks.

Special Dance

Starting at 2nd level, you develop a signature style of performance. Choose one of the following Signature Dances. This choice represents your core philosophy as a dancer.

You can use a Bonus Action to activate your Signature Dance. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and regain all expended uses after completing a short or long rest.

1. **Dance of Vitality** *The classic rhythm of life.* Choose a number of creatures equal to your Charisma modifier within 30 feet. Those creatures gain temporary hit points equal to a roll of your Special Dance Die + your Charisma modifier.
2. **Dance of Valor** *A war dance that inspires aggression.* Choose one allied creature within 30 feet. The next time that creature makes an attack roll before the start of your next turn, add your Special Dance Die to the attack roll and the damage roll.
3. **Dance of the Storm** *A chaotic rhythm that lashes out at enemies.* The air around you vibrates with power. Each hostile creature within 10 feet of you takes thunder damage equal to a roll of your Special Dance Die.
4. **Dance of the Specter** *A haunting performance that distracts.* Choose one creature you can see within 30 feet. That creature takes psychic damage equal to a roll of your Special Dance Die. Additionally, until the start of your next turn, its speed is reduced by 10 feet and it has disadvantage on the next attack roll it makes.
5. **Dance of the Aegis** *A protective flow that dulls blows.* Choose a number of creatures equal to your Charisma modifier within 30 feet. The next time a chosen creature takes damage before the start of your next turn, the damage is reduced by an amount equal to a roll of your Special Dance Die.

Dancer's Agility

Starting at 2nd level, whenever you take the Dash or Disengage action or use your Special Dance feature, you can choose one of the following effects:

- Trail of Elegance: Until the start of your next turn, the first creature that hits you with an attack has disadvantage on the attack roll, provided you moved at least 10 feet during the turn.
- Coordinated Surge: A friendly creature within 30 feet of you can use its reaction to move up to half its speed without provoking opportunity attacks.
- Choreographic Flair: If you moved at least 10 feet during the turn, you gain advantage on the next Dexterity or Charisma ability check you make before the start of your next turn.

Improved Movement

Starting at 3rd level, your agile movements allow you to traverse the battlefield with ease. You gain the following benefits:

- Speed Increase: Your walking speed increases by 10 feet. This bonus increases to 20 feet at 11th level.
- Climbing: You gain a climbing speed equal to your walking speed.
- Recovery: When you have the prone condition, you can stand up by spending 5 feet of movement, rather than half your speed.

Additionally, starting at 6th level, moving through non-magical difficult terrain costs you no extra movement.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Spotlight

Starting at 5th level, whenever you or a friendly creature within 30 feet of you must make a saving throw against being charmed or frightened, the creature gains a bonus to the saving throw equal to your Charisma modifier (minimum of +1). You must be conscious to grant this bonus.

Passion for the Stage

Starting at 6th level you have advantage on saving throws against being Charmed or Frightened.

Elusive Dance

Starting at 7th level, whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

Evasion

Beginning at 9th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Performance

Starting at 10th level, whenever you make an ability check that lets you add your Charisma bonus, you can treat a d20 roll of 9 or lower as a 10.

Inspiring Motion

Starting at 10th level, your rhythm compels your allies to move. When you use your Special Dance feature, you can choose one willing creature within 30 feet of you (even if they were not the target of the dance). That creature can immediately use its reaction to do one of the following:

- Move up to 10 feet without provoking opportunity attacks.
- Make one weapon attack.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Overflowing Vitality

Starting at 11th level, your mastery over your signature style reaches its peak. Depending on the Special Dance you chose at 2nd level, you gain an additional benefit when you activate it:

- Dance of Vitality: Targets also regain actual hit points equal to your Charisma modifier (this heals them in addition to the temporary hit points).
- Dance of Valor: The target gains advantage on weapon attack rolls until the start of your next turn.
- Dance of the Storm: Creatures that take damage from this dance must succeed on a Strength saving throw against your Step DC or be knocked prone.
- Dance of the Specter: The target must succeed on a Wisdom saving throw against your Step DC or be frightened of you until the start of your next turn.
- Dance of the Aegis: The damage reduction increases by an amount equal to your Charisma modifier.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Sudden Dance

Starting at 13th level, you can add your Charisma modifier to your initiative rolls. Additionally, at the start of combat, you can swap your initiative result with one willing ally. You can use this swap once per long rest.

Perfect Motion

Starting at 13th level, you gain proficiency in one saving throw of your choice that you don't already have. In addition, whenever you succeed on a Dexterity saving throw, you may use your reaction to move up to 10 feet without provoking opportunity attacks.

Unrestrainable

Starting at 15th level you have advantage on saving throws made against the Grappled and Restrained conditions

Invigorating Dance

Starting at 15th level, when you use Special Dance, you can choose one willing creature within 30 feet of you. You can give that creature an additional action on its next turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. You can use this feature once per long rest.

Synchronized Steps

Starting at 17th level, your movements inspire those around you to act in perfect unison.

Whenever you move on your turn, you can choose a number of allies equal to your Charisma modifier within 30 feet of you. Each of the chosen allies can use their reaction to immediately do one of the following:

- Move up to half their speed without provoking opportunity attacks
- Make one weapon attack
- Take the Dodge action
- Cast a cantrip with a casting time of 1 action

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.
You can trigger this effect once per turn.

Flattering Audience

Starting at 18th level, when you roll a 1 on your Special Dance Die, you can reroll the die and must use the new roll, even if the new roll is a 1.

Dance Mastery

Starting at 20th level your Charisma and Dexterity scores increase by 4. Your maximum for those scores is now 24.

Temporary Hit Points Rules

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage. Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones.

Saving Throws DC

Subclasses may require a step DC for making enemies do saving throws.

Step DC = 8 + your proficiency bonus + your Charisma modifier

Dancing Styles

Martial Style

For dancers who weave steel into their performance.

Bonus Proficiencies

Starting at 1st level, you gain proficiency with light armor, medium armor, shields, and martial weapons.

Martial Step

Starting at 1st level, when you attack with a melee weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Blade Flourish

Starting at 6th level, you learn to turn your dance energy into deadly maneuvers. When you hit a creature with a weapon attack, you can expend one use of your **Special Dance** to perform a flourish (no action required). Roll your **Special Dance Die** and choose one of the following effects:

- **Defensive Spin:** You get an amount equal to the number rolled + your Charisma modifier of temporary hit points.
- **Lethal Tempo:** You add the number rolled to the attack's damage roll.
- **Propulsive Strike:** You push the target 5 feet away from you, plus an additional 5 feet for every die that rolled a 3 or higher.

Surprising Attack

Starting at 11th level, your mastery of rhythm makes you unpredictable. Your weapon attacks score a critical hit on a roll of 19 or 20. Additionally, when you score a critical hit, you regain one use of your Special Dance.

Nimble Dance

Starting at 14th level, when you take the Dodge action, you can add your proficiency bonus to your Armor Class until the start of your next turn.

Arcane Style

For dancers who channel the weave through movement.

Ritual Dance

Starting at 1st level, you gain the ability to cast spells. Your spell list is the Bard spell list. You can use a weapon you are proficient with as a spellcasting focus.

Dancer's Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
1st	2	2	2	—	—	—
2nd	2	3	2	—	—	—
3rd	2	4	3	—	—	—
4th	2	5	3	—	—	—
5th	3	6	4	2	—	—
6th	3	7	4	2	—	—
7th	3	8	4	3	—	—
8th	3	9	4	3	—	—
9th	3	10	4	3	2	—
10th	4	11	4	3	2	—
11th	4	12	4	3	3	—
12th	4	12	4	3	3	—
13th	4	13	4	3	3	1
14th	4	13	4	3	3	1
15th	4	14	4	3	3	2
16th	4	14	4	3	3	2
17th	4	15	4	3	3	3
18th	4	15	4	3	3	3
19th	4	15	4	3	3	3
20th	4	15	4	3	3	3

War Dancer

Starting at 6th level, when you use the Attack action on your turn, you can cast one of your cantrips in place of one of those attacks.

Arcane Rhythm

Starting at 11th level, while your Special Dance is active (or during the turn you activated it), you add your Charisma modifier to the damage roll of any bard spell or cantrip you cast.

Encore

Starting at 14th level, when you see a creature cast a spell using a spell slot of a level you can cast, you can use your reaction to memorize the spell. You can then use your action on a subsequent turn to cast the memorized spell without expending a spell slot. The spell is lost if you don't cast it within 1 minute. You can use this feature once, and regain the ability to do so after a long rest.

Alluring Style

For dancers who control the battlefield with charm.

Dance Mastery

Starting at 1st level, when you move at least 10 feet during your turn, creatures of your choice within 5 feet of you have disadvantage on the next attack roll they make before the end of their next turn.

You also choose two skills from Performance, Deception, Insight, or Disguise Kit. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiencies.

Charming Step

Starting at 5th level, once per turn when you enter the melee range of an enemy, the creature must succeed on a Charisma saving throw against your Step DC. If they fail, they are **Charmed** by you until you or your companions do anything harmful to them or 1 minute passes. While charmed in this way, **the creature cannot take reactions.** If a creature succeeds on the saving throw, they are immune to this feature for 1 hour.

Charismatic Presence

Starting at 11th level, whenever a creature **misses an attack roll against you** OR fails a saving throw against one of your spells or abilities, you can choose one of the following effects:

- That creature cannot take reactions until the start of its next turn.
- You can use your reaction to immediately move up to half your speed without provoking opportunity attacks.
- The creature grants advantage on the next saving throw or attack roll made against it before the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier (minimum of once) per long rest.

The Greatest Distraction

Starting at 14th level, when you use your Special Dance, choose one creature that can see you within 30 feet. That creature must succeed on a Charisma saving throw or be affected by your overwhelming allure for 1 minute. While affected:

- The creature's speed is halved.
- It grants advantage on all attacks made against it.
- It cannot target you with harmful abilities, spells, or attacks.

The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once a creature succeeds, it is immune to this feature for 24 hours. You may use this feature once per long rest.

Theatrical Style

For dancers who blur the line between performance and reality.

Exceptional Interpretation

Starting at 1st level, you are a master of mimicry. You gain proficiency in the Disguise Kit and one of the following skills: Deception, Persuasion, or Insight. If you're already proficient, you gain expertise instead.

Additionally, you can use a **Bonus Action** to perform a deceptive feint against a creature within 30 feet. Make a Charisma (Deception) check contested by the target's Wisdom (Insight). If you win, you have advantage on your next attack roll against that creature.

Fearful Step

Starting at 5th level, once per turn when you enter the melee range of an enemy, the creature must succeed on a Charisma saving throw against your Step DC. If they fail, they are **Frightened** by you for 1 minute. They can repeat the save at the end of their turns. If a creature succeeds, they are immune to this feature for 1 hour.

Amazing Troupe

Starting at 11th level, when you use your Special Dance, you can create a duplicate illusory version of yourself within 10 feet. This illusion lasts until the start of your next turn. The first time a creature targets you with an attack during that time, you can choose to make it target the illusion instead. **If the attack hits, the illusion is destroyed. If the attack misses, the illusion persists.**

You can use this feature a number of times equal to your proficiency bonus per long rest.

Character or Reality?

Starting at 14th level, your mind and presence become indistinguishable from illusion.

- Your thoughts can't be read, and you can present false thoughts.
- You are immune to Zone of Truth and Divination spells unless you choose to be affected.
- Once per long rest, when you are reduced to 0 HP, you can drop to 1 HP instead and immediately move up to half your speed without provoking attacks — leaving behind a fading illusion of yourself.

Rhythmic Style

For dancers who protect allies with the beat of their heart.

Guarding Rhythm

Starting at 1st level, as long as you end your movement within 5 feet of an ally, you may form a subtle bond. Until the start of your next turn:

- The first time that ally takes damage, they may reduce the damage by an amount equal to your Dancer level.
- And they can add 1d4 to the next saving throw they make.

You can use this feature a number of times equal to your proficiency bonus per long rest.

Beat of Protection

Starting at 5th level, your mere presence becomes a shelter. Whenever a creature within 30 feet of you takes damage, you can use your reaction to reduce that damage. The reduction equals one roll of your Special Dance Die + your Charisma modifier. You must have at least one use of Special Dance remaining to use this feature (it does not consume the use, but requires the rhythmic energy to be available).

Echoing Rhythm

Starting at 11th level, your dance resonates across the battlefield. When you use your Special Dance, you can choose one additional target within range.

- If your dance affects allies (Vitality, Valor, Aegis), the second target gains the same benefit.
- If your dance affects enemies (Storm, Specter), the second target takes the same damage or effect.

Trance Of The Ancients

Starting at 14th level, once per long rest, you can enter a ritual trance as a Bonus Action, which lasts for 1 minute. While in this trance:

- You have resistance to all damage.
- The radius of your Special Dance increases to 30 feet.
- You gain advantage on all Charisma checks.

Hatsune Miku Style

Your body and voice merge into sound waves.

Resonant Voice

When you choose this style at 1st level, you learn the *Thaumaturgy* cantrip. Additionally, you can use your voice to emit sound waves that influence combat.

- Whenever you move at least 10 feet during your turn, you can emit a sound wave. One creature within 10 feet of you automatically takes thunder damage equal to your Proficiency Bonus.
- When you emit this sound wave, you can choose to move an additional 5 feet without provoking opportunity attacks.

Harmonic Surge

Starting at 5th level, when you use your Special Dance, you unleash a surge of harmonic energy. For 1 minute, allies who are affected by your Special Dance gain the benefits listed below. If your Special Dance targets only hostile creatures, you can choose a number of allies equal to your Charisma modifier within 30 feet to receive these benefits:

- When they hit with an attack, they deal additional thunder damage equal to your Charisma modifier.
- When they take damage, they can use their reaction to become partially intangible, allowing them to move up to 5 feet through creatures or objects without provoking opportunity attacks.

You can use this feature a number of times equal to your Charisma modifier (minimum once), regaining all uses after a long rest.

Projection Twin

Starting at 11th level, as a bonus action, you can summon a holographic duplicate of yourself in an unoccupied space within 30 feet. It lasts for 1 minute or until you lose concentration. While active:

- You can perform Special Dance or attacks as if you were in the duplicate's space.
- When you or an ally within 10 feet of the duplicate are targeted by an attack, you can use your reaction to impose disadvantage on the attack roll.
- The duplicate also triggers your *Resonant Voice* damage when you move.

You can use this feature once per long rest.

Miku Miku Beam

Starting at 14th level, as an action, you can channel a focused sonic beam in a line 60 feet long and 10 feet wide. Each creature in the line must make a Constitution saving throw using your Step DC. On a failed save, they take **8d6** thunder damage and are Stunned until the end of your next turn. On a successful save, they take half damage and are not stunned.

You can use this feature once per long rest. At 17th level, twice per long rest.

Credits

Image

Cover art Mobius Final Fantasy by Square Enix

Changelog

Version 1.1

- Changed the hit die from a d8 to a d10
- Removed the dodge option from the Dancer agility feature
- Now you can disengage and dash with Dancer agility as opposed to disengage and dodge
- Acrobatic dance was fused with dancer agility
- Improved movement now gives immunity to difficult terrain and bonus walking speed based on the level
- Dancing style feature is shifted to level 5 as opposed to level 6
- Passion for the stage is shifted to level 6 as opposed to level 8
- Evasive dance was renamed evasion and shifted to level 9
- Reliable performance was shifted to level 10 as opposed to level 15
- Sudden Dance was shifted to level 13 as opposed to level 17
- Unrestrainable is the new 15th level ability
- Special Dance is the new 17th level ability
- Perfect Body is the new 18th level ability
- Fixed some translation mistake

Version 1.2

- Fixed some translation mistake
- Changed the persuasive step feature to the charming step feature
- Added proficiency with scimitars
- Added the Spotlight feature on 5th level
- Exceptional interpretation was shifted to the 1st level
- removed the Impersonate feature
- added the 5th level feature Fearfull step

Version 1.3

- fixed missing level in the Charming step and Fearfull step feature
- removed improved critical
- separated martial dance in bonus proficiencies and martial step
- fixed some typing mistake
- re-added the dodge option to dancer agility
- shifted perfect body from 18th to 16th level
- shifted special dance from 17th level to 2nd level
- changed the special dance feature
- changed the inspiring exhibition feature
- changed the arcane step feature
- removed the extra attack feature
- added the martial exhibition feature
- added incredible footwork feature
- added invigorating dance feature
- added Flattering audience feature

Version 1.4

- changed perfect body to give proficiency with all saving throws
- changed the spell list to a custom one to the bard spell list
- changed cover art

Version 1.5

- changed some text for more clarity
- fixed the greatest distraction feature not having a cost or uses
- changed arcane step feature with the Dancer's Impact feature.
- changed perfect body feature with the perfect motion feature.
- changed incredible footwork feature.
- added Rhythmic Style subclass

Version 1.6

- changed special dance
- added the follow my lead feature
- removed the incredible footwrok feature
- added the synchronized steps feature
- added flowing motion feature
- changed dancer's agility
- changed improved movement
- changed dancer's impact
- changed surprising attack
- added a reminder on temp hp rules
- changed dance mastery feature
- changed charismatic presence feature
- changed greatest distraction feature
- changed amazing troupe feature
- reworded characther or reality feature
- changed the exceptional interpretation feature

Version 1.7

- added the Hatsune miku subclass (joke subclass not to be taken seriously)
- limited the uses of overflowing vitality
- changed synchronized steps
- added a note for the step dc instead of a reminder for every feature
- fixed martial style proeficiency

Version 1.8

- Changed Special Dance from Action to Bonus Action
- Limited the usage for special dance
- Added Signature Dances for Special Dance
- Added Extra Attack at level 5 to the base class
- Clarified Flowing Motion usage and improved movement rules
- Removed Follow My Lead feature
- Changed Inspiring Motion to remove the bonus action interaction
- Shifted Perfect Motion to level 15
- Reworked Martial Style: added medium armor/martial weapons and Blade Flourish feature
- Reworked Arcane Style: added War Dancer feature
- Buffed Rhythmic, Alluring, and Theatrical styles for better action economy
- Simplified Resonant Voice for Hatsune Miku style
- Fixed some wording and interactions

Version 1.9

- updated dancer's agility, overflowing vitality,harmonic surge, inspiring motion and invigorating dance to adjust to the new special dance feature
- reworked the rhytmic style to adjust to the new special dance feature
- Reworked Special Dance options to balance single target vs multi target effects
- Changed Dance of Valor to add bonus to attack rolls
- Changed Dance of the Specter to impose disadvantage
- Changed Dance of the Aegis to target multiple creatures
- Reformatted Improved Movement for better clarity
- Reworked Overflowing Vitality to work with specific dances
- Shifted Perfect Motion to level 13 as opposed to level 15
- Changed Unrestrainable to include ability checks
- Fixed Inspiring Motion targeting wording

Version 2.0

- changed the activation condition of flowing motion
- changed choreographic slash for flair
- changed defensive spin to give temp hp instead of a damage reduction
- changed performance for persuasion in theatrical style 1st level feature